Colin Deane - Game Programmer

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Skills

- C#
- C++
- Unity
- Unreal Engine 4/5
- Git

- Experience with Agile project development
- Effective communicator and team player
- Exceptional written, oral, and interpersonal communication skills
- Attentive listener

Education

Champlain College, Burlington, VT   Class of May 2023
Bachelor of Science in Game Programming - Minor in Cybersecurity   GPA: 3.95
- Trustees' List   Spring 2021, Fall 2021
- President's List   Fall 2020
- Dean's List   Fall 2019, Spring 2020, Spring 2022

Projects

Stuffed! - Unreal Engine 5   September 2022 - Present
Network Programmer
- Built on top of the Unreal Engine movement component in C++ to add custom movement modes such as grappling, ragdoll, and custom gravity with client move prediction and interpolation.
- Used the Unreal Engine Online Subsystem to create a lobby hosting and joining system in C++.
- Exposed backend C++ networking functionality to Blueprints to ease UI implementation.

Back in my Day - Unity   January 2022 - April 2022
Network Programmer
- Game created for the 2022 Ubisoft Game Lab Competition. Nominated for Best Game Design.
- Utilized Facepunch Steamworks to implement a packet serialization backend in C#.
- Created a system for Remote Procedure Calls, ownership, and interpolated movement on clients and the server.

Busybee Movers - Unreal Engine 4   March 2021
Gameplay Programmer
- 44 hour Art Center Game Jam project. Won Best in Theme out of all entrants.
- Implemented networked gameplay features using Blueprints and C++ which built upon a networking framework.
- Added UI elements using Unreal UMG with functionality implemented using Blueprints.

Work Experience

Software Engineering Intern, Miliverse, Seoul - South Korea   May 2022 - August 2022
- Made Python tools utilizing Selenium and Beautiful Soup to assist in web scraping.
- Authored Excel scripts and formulas to automate workflow.
- Collaborated effectively in a bilingual development environment.